

What is a Collectible Card Game?

Most card games have just one deck of cards that never changes. But a **collectible** card game, or CCG, has hundreds of different cards you can collect. And you choose cards from your personal collection to make your own decks just the way **you** want them.

What is the Young Jedi™ Collectible Card Game?

Young Jedi is a fast-paced *Star Wars*: Episode I battle game that lets you carry the movie experience with you wherever you go.

One player's deck represents the Light Side of the Force (the Jedi and all the other good guys). The other player's deck represents the Dark Side of the Force (the evil Sith Lords, the Trade Federation and all the other bad guys).

Young Jedi is easy to learn and quick to play, with games lasting about ten to fifteen minutes. It features all of the memorable characters and scenes from the movie, along with weapons, Podracers, ships, droids and aliens.

Collecting and Trading

You can buy Young Jedi at toy stores, card and comic shops, game stores and bookstores everywhere. The cards come in 60-card Starter Sets, 11-card Booster Packs and 132-card Collector's Boxes. There are 140 different cards in the third expansion, **Battle of Naboo**. But not all cards appear in the packs with the same frequency. Some are rare, others are uncommon and still others are common. A complete set of the **Battle of Naboo** expansion has 30 rare, 40 uncommon and 60 common cards, plus 10 different exclusive cards found in this Starter Set. Also, there are 18 special diffraction foil cards inserted randomly in Booster Packs.

Starter Sets – Each 60-card Starter Set includes a rulebook, a 30-card Light Side starter deck and a 30-card Dark Side starter deck. Each **Battle of Naboo** Starter Set contains the same configuration of 60 cards.

Booster Packs – Each Booster Pack contains 1 rare, 3 uncommon and 7 common cards, mixed between the Light Side and the Dark Side. On average, about one in every nine Booster Packs includes a special diffraction foil card. Foil cards also have different rarities (ultra-rare, super-rare and very rare) and are harder to find than regular rares.

Collector's Boxes – Each Collector's Box includes a card list, 12 Booster Packs and a card storage box designed to hold a complete collection of Young Jedi (all three 140-card expansion sets).

Playing Your First Game

Right now, you are a young Jedi in training. Using the 30-card Light Side and Dark Side starter decks that came in your **Battle of Naboo** Starter Set, you'll be battling on the planet Naboo.

Once your training is complete, you can begin building and playing with your own 60-card decks and battling on three different planets!

Your Goal

You have two ways to win the game:

- (1) **Planet Victory:** You win if you take control of Naboo.
- (2) **Deck Victory:** You win if your opponent's deck runs out of cards before yours does.

No matter which way you win, your opponent is bantha poodoo!

Getting Started

For your first game, you will be playing the Dark Side of the Force. Take the 30-card Dark Side deck (with the red Darth Maul card backs) from your Starter Set, and give the 30-card Light Side deck (with the blue Obi-Wan Kenobi card backs) to your opponent.

- Take one of the **Naboo • Theed Palace** locations from your deck and put it face up in the middle of the table. This is the "starting location" for your game.

Locations are where all the action takes place – where all the characters come into play and battle each other.

- Shuffle your remaining cards and put them face down on the table to make your draw deck. (Your opponent does the same.) Each player draws 6 cards from the top of his own deck to make a starting "hand." (Don't let your opponent see which cards you have in your hand.)

Now, the game should look something like this:

- You will take the first turn of the game. (Later on, we'll talk about a more exciting way to decide who goes first in the game.)

What To Do On Your Turn

Each of your turns has three steps (in this order):

1. **Deploy** (play Character, Weapon, Effect and Location cards).
2. **Battle** (attack your opponent's characters on Naboo).
3. **Even Up** (draw or discard until you have 6 cards in your hand).

You don't have to do the first two steps if you don't want to, but you always have to Even Up. After you Even Up, your turn is over and your opponent then takes his turn. Now let's take a closer look at the three steps.

1. Deploy

You've probably noticed that Character, Weapon and Effect cards have a little picture of the character or weapon in the top left corner of the card. See how most of them also have a row of silver bars under the picture? We call them "counters," and they tell you how much it costs to put that card into play.

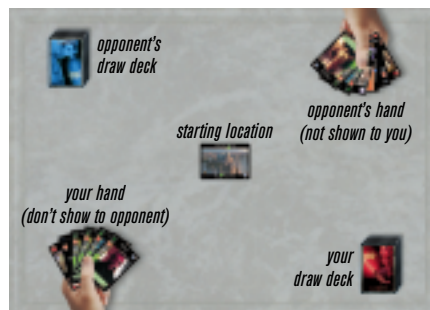
Each turn, you get to put up to six counters into play.

You can put out as many characters, weapons and effects as you want, as long as all together they don't have more than six counters. On your next turn you can put out six more counters, and so on. For example, you could play

- three battle droids (2+2+2=6 counters); or
- Darth Maul plus a Blaster (6+0=6); or
- two battle droids plus two Blaster Rifles (2+2+1+1=6).

(It's okay to put out less than six counters in a turn if you want to.)

Place your deployed cards next to each other on your side of the Location card, so both players can see how many cards you've deployed.



The Hidden Cards Rule

On your first turn of the game, the Character, Weapon and Effect cards you deploy must be hidden (placed face down). They are concealed from your opponent for one turn. (You may not use the game text of any hidden cards until they are turned face up.) At the start of your second turn of the game, you have to turn those hidden cards face up (**and all the cards you deploy to Naboo after that will be face up**). Your opponent will do the same thing: deploy cards face down on his first turn, and reveal them at the start of his second turn. This gives both players a couple of turns to deploy cards before any battles can break out.

The diagram on the previous page shows what the game might look like at the start of your second turn – just before you turn up your hidden cards.

Deploying Locations

The action takes place at only one Naboo location at a time, but you can change the scene by using different Location cards. (Some of your characters fight better at certain locations.)

When you want to change the scene during your deploy step, just deploy a different Naboo location from your hand and place it on top of the one on the table, covering it up. (Locations have no counters, so this doesn't go against your limit of six.) When you change the scene on a planet, this represents all of your (and your opponent's) characters and weapons moving from the old location to the new one.

Your deck includes one Location card for the planet Tatooine and one Location card for the planet Coruscant, but you can't use them to change the scene on Naboo. (Later on, we'll talk about what to do with those two Location cards.)

2. Battle

Now we're getting to the really fun stuff! On each of your turns, you may declare one battle on Naboo if you and your opponent both have characters face up there (hidden cards cannot battle). You don't have to declare a battle if you don't want to.

Before the fighting starts, temporarily put your hand face down on the table, away from your draw deck. Then pick up all your characters on Naboo. (If you have any weapons there you will pick those up, too – but for right now let's assume you don't have any weapons on Naboo.)

Now, you're going to make a "battle plan" for your characters. (Your opponent picks up his own cards and makes his own battle plan at the same time.) Each battle is made up of a series of individual **fight**s between two opposing characters, so you must put your cards in the order you want them to fight. This is called a "battle plan." The card you put at the left of your battle plan will be the card that fights first; the one at the right end will fight last.

When your battle plan is finished, close up the cards into a pile and put the pile face down on the table. When your opponent also has his battle plan ready, it's time to battle!

Both players turn up the first character in their battle plan (the one on top of the pile). These two characters fight each other using their Power.

Location Bonuses

Look at the Power number on your Character card. See those three little pictures just below the word POWER? Each of them matches a different Location card. If the Character card has one or more red Power bonus dots for the location where that character is fighting, you get to add the number of dots to that character's Power!

For example, when this battle droid is fighting at the Naboo location that matches the middle picture on his card (it's the Battle Plains), he adds a location bonus of 2 to his Power number, for a total Power of 4.

Who Wins This Fight?

The fighting characters compare their Power numbers (plus location bonuses) to see who wins.

- **If your character has more total Power**, you win the fight! Your character stays at Naboo (move it over to make room for your next character to fight), and your opponent's character is defeated. He must place that character face up in a discard pile next to his draw deck. Your opponent also takes damage to his draw deck for that character's loss. The Damage number on the defeated character's card shows how many cards your opponent must discard from the top of his draw deck.
- **If your opponent's character has more total Power**, his character stays at Naboo and your own character is defeated; place your character in a discard pile next to your draw deck. Also, you must discard a number of cards from the top of your draw deck equal to your character's Damage number.
- **If both characters have the same total Power**, they both stay at Naboo. Neither of them is defeated, and nobody has to discard any cards from the draw deck.

The diagram on the next page shows what the table might look like if you won the first fight.

After the first fight is over, you each turn up your next character from your battle plan and they fight each other in the same way: compare their Power numbers (plus any location bonuses); the player who loses the fight has to discard his character and take Damage to his draw deck.

Keep turning up characters to fight each other until one player's battle plan runs out of characters.

At that point, if you (the attacker) have any "leftover" characters that didn't fight your opponent's characters, each one of them "breaks through the battle line." Your opponent must discard one card from the top of his draw deck for each of your "breakthrough" characters.

You can't hit your opponent with breakthrough unless you are the attacker! (This is an advantage of attacking.)

Now the battle is over. Return your surviving Character cards (if any) to your side of the Location card, and pick up your hand. It's time to **Even Up**, but before we get to that, let's see how the battle would have worked if you'd had some Weapon cards.

Using Weapon Cards in Your Battle Plan

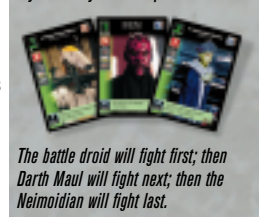
Weapon cards include powerful stuff for your characters to use in battle, like lightsabers, blasters and Podracers. A weapon adds to the Power of the character who uses it.

- When you're picking up your characters to make a battle plan, pick up the Weapon cards there, too.
- After you've put your characters in the order you want, put each Weapon card to the left of the character you want to use it.
- Although you can use lots of weapons in battle, you can use only **one** Weapon card in each fight.
- When you turn over a Weapon card from your battle plan during a fight, immediately turn over your next card (which must be a character). The weapon will add to that character's Power in this fight.

For example, the battle starts and your opponent turns over a character who has Power 4. You turn over a Blaster Rifle and (since this is not a character) you immediately turn over your next card to show who is using it; let's say it's a character who has Power 2. Normally the opponent's character would defeat your character (4 to 2). But since your character has the Blaster Rifle, he has a chance to win this fight!



If you make your battle plan like this...



The battle droid will fight first; then Darth Maul will fight next; then the Neimoidian will fight last.



The Weapon cards in your starter deck can work with any character, and they add a random number to your character's Power. (This represents the unpredictable result of a weapon in battle. A blaster shot might hit its target, or it might miss; a Podracer might help a character out-manuever the enemy, or it might not.)

See that small picture of Watto's chance cube with a question mark on it? It means you **draw destiny** to find out how much Power you are going to add. Here's how you draw destiny:

- Draw the top card from your draw deck, and put it face up on the table. (This is called your "destiny card.")
- Look at the larger picture of Watto's chance cube in the upper-right corner of your destiny card. Read the white number on the front of the cube, and say it out loud to your opponent. *It doesn't matter what kind of card you draw for destiny (a character, a Battle card, whatever)... you only need to look at the destiny number on the chance cube.*

- Add that destiny number to your character's Power.

Suppose your destiny card has a 3 on Watto's chance cube. This is added to your character's Power of 2 to give him a total Power of 5 for this fight. Your opponent's character still has a Power of 4 (since he had no weapon to provide him with a destiny draw), so your character wins this fight!

- Put your destiny card in your hand. (Remember, your hand is temporarily sitting face-down on the table, so just set the destiny card on top of it.)

Of course, if your opponent's character is also using a weapon, then both players will be drawing their own destiny cards.

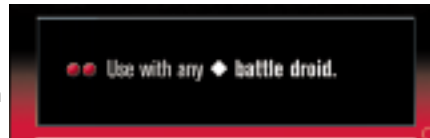
If a character is defeated when using a weapon, discard the weapon along with the character.

If you have too many Weapon cards for your characters to use them all (or if there are weapons that you don't want to use in the current battle for some reason), just place the extra ones at the right end of your battle plan. Since there is no character to come up "after" those Weapon cards, they will not be used in the battle (and they won't be lost if any of your characters are defeated).

Adding Battle Cards to Your Battle Plan

Like weapons, Battle cards also insert into your battle plan and can help your characters defeat their enemies. The difference is that Battle cards come from your hand as a surprise!

- When a battle is declared, look in your hand to see if you have any Battle cards you want to use in fights in that battle. Before you put your hand down on the table, take out those Battle cards and place them (face down) on the table next to your characters and weapons. Don't show your opponent the Battle cards you are using – they're a secret! – but you do have to say **how many** Battle cards you are adding to your battle plan. (The attacker does this first, then the defender.)
- When you make your battle plan, put each Battle card to the left of the character you want to use it, just like you do with weapons.
- You can use only **one** Battle card in each fight. If you are using a Battle card and a Weapon card in the same fight, put the Battle card to the left of the Weapon card.
- The Battle cards in your starter deck work with your battle droids (your opponent's Battle cards work with his characters). Your Battle cards have two Power bonus dots to tell you to add 2 to your character's Power.



In this battle plan, the first battle droid is using a Battle card; the second battle droid is using both a Battle card and a weapon.

Each Battle card is discarded after you use it.

A Last Word About Battle

Battle is an optional part of your turn; you don't have to declare a battle if you don't want to. (But if your opponent declares a battle during **his** turn, you must defend yourself.)

3. Even Up

This is the last step of your turn. After you deploy (or decide not to) and then battle (or decide not to), you always have to bring your hand back to six cards. This means that if you hold **less** than six, you must draw cards from your draw deck until you have six in your hand. If you hold **more** than six, you must discard cards from your hand until you get down to six.

Before you draw cards to Even Up, you may discard any Location cards from your hand if you want to. For example...

If you have a Tatooine or Coruscant location in your hand, use this opportunity to discard it so you can replace it with a different card. (If you're wondering why these locations are even in your starter deck in the first place, it's because you're going to need them when you make a 60-card deck for the full game.)

Recycling Your Entire Hand

Before you draw cards to Even Up, you may discard your **entire** hand if you want to. You then Even Up by drawing six new cards. This can be helpful when you've got cards in your hand that you can't use right now.

Controlling the Planet

At the end of either player's turn, if you have one or more characters face up on Naboo and your opponent has **no** characters there, you win control of Naboo! (You can't win control of a planet while your opponent has hidden cards there.)

You can only take control of a planet at the end of either player's turn. So if you declare a battle and knock all of your opponent's characters off a planet during battle, remember to finish your turn before you claim control of the planet.

In the starter game, controlling Naboo means you win the game! In the full game, to win you have to control **two** planets. So, now that you've got the basics, let's learn how the full game works.

The Full Game

Once you've started to expand your Young Jedi card collection, you'll want to build full, 60-card decks so you can play on all three planets – Tatooine, Coruscant and Naboo. (You and your opponent will each need your own 60-card deck, from opposite sides of the Force.)

The easiest way to make your first 60-card decks is use two Starter Sets combined together. You can use two copies of the same Starter Sets, or two Starter Sets from different expansions – they are all designed to mix and match. This means that any two Starter Set packages together can make a 60-card Light Side deck and a 60-card Dark Side deck that are legal and balanced.

Starting the Game

In the full game, the Dark Side player does not always go first. Instead, both players shuffle their decks, then each player draws destiny. The player who draws the higher number gets to go first. (If the two destiny numbers are the same, each player draws destiny again.)

If you are the player who goes first, you also get to choose which planet and which location to start with. Take any Location card from your deck and put it on the table as the starting location. Both players then shuffle their decks again (including the destiny cards that decided who goes first) and draw six cards to make their hands.

On to the Second Planet!

Gaining control of the first planet is a major victory, but the game is not over yet! In the full game, you need to control two planets for a Planet Victory. (Of course, you still win with a Deck Victory if your opponent's draw deck runs out of cards.)

When a planet has been controlled at the end of either player's turn, it is time to move on to the next planet. Move the controlled planet over to the side of the table, and move the characters and weapons that are still on that planet with it. That planet is no longer the focus of the game (you cannot deploy characters, weapons, effects or locations there, or battle there any more). The characters and weapons remaining there are temporarily "stranded" (until a starship evacuates them; we'll talk about this later).

If you are the player who just **lost** the planet, you get to choose the next planet location. (You must choose a planet that has not yet been in play. For example, if Naboo was just controlled, look for the Coruscant or Tatoine location of your choice.) You can look for the Location card in your discard pile, your draw deck and/or your hand (usually it's best to take it from your discard pile if you can). If you look through your draw deck, you must shuffle it afterwards.

When you've picked the location you want, put it face up in the middle of the table. Now, you take the first turn at this location. It doesn't matter who took the turn before that – whenever you lose a planet, you always choose the next planet **and** take the next turn.

The Hidden Cards rule applies at each new planet. (If you deploy any characters, weapons or effects on your first turn there, you must deploy them face down as hidden cards; remember to turn them face up at the start of your next turn. This also applies to your opponent's first turn on that planet.)

On to the Third Planet!

If you control the first two planets, you win the game! But if you and your opponent each control one planet, the game will go on to the third and final planet for the tie-breaker. This works just like before: the player who lost the second planet chooses the starting location for the third one, and also takes the first turn there. And again, don't forget the Hidden Cards rule.

Surrender

If you think you are losing a planet and you don't want to suffer any more losses there, you can **surrender** that planet at the end of your turn (after you Even Up your hand). When this happens, your opponent wins control of the planet just as if he had defeated your last character there; the only difference is that any characters and weapons you have there will also be stranded on that planet when it gets moved to the side of the table.

Starships and Evacuation

Because your characters and weapons stranded on a planet can't battle there, you will probably want to remove them from that planet. **Transport** starships can pick up all your Character and Weapon cards at a planet and **evacuate** them from there (back to your draw deck).

You can try to evacuate your cards only during the Deploy step of your turn. First, play a Transport starship from your hand to the planet you want to evacuate (starships have no counters, so this doesn't go against your limit of six).

Next, take all your characters and weapons on that planet and stack them under the Transport (this represents the starship picking up your cards by landing on the planet, or by sending down a shuttle).

Now, your opponent gets a chance to **intercept** your Transport. If he has a **Starfighter** card in his hand, he can play it to the table. This starts a starship battle!

In a starship battle, you compare the Power numbers of your Transport and his Starfighter. Your opponent gets to draw destiny to add to his Starfighter's Power, because his Starfighter has a small chance cube beneath its Power number. Your Transport does not have this small chance cube, so you do not add a destiny draw to your Power. (The small chance cube is an easy way to tell the difference between Transports and Starfighters at a glance.)

Only Transports are large enough to perform evacuations, and only Starfighters are maneuverable enough to draw destiny.

- If his Starfighter has more total Power, your Transport is destroyed; discard your Transport and all the characters and weapons stacked underneath it. (You also have to discard cards from your draw deck equal to your Transport's Damage number, but characters' Damage numbers are ignored while they are being carried aboard a transport.)
- If your Transport has more Power, your opponent's Starfighter is destroyed; it is discarded (and your opponent must discard cards equal to its Damage number).
- If the Power totals are the same, both ships survive.

If your Transport survives the battle (or if your opponent didn't try to intercept it), your characters and weapons stacked underneath it have been successfully evacuated. Shuffle them back into your draw deck, where you can draw them again!

Finally, any starships that didn't get destroyed in the starship battle now "fly away" (discard them, but take no Damage).

You can evacuate your cards from any planet (even the current planet, if you really want to try to get cards back into your draw deck). But you can't use a transport where you have no face-up cards to be evacuated.

More About Weapon and Battle Cards

In your starter decks, Weapon cards use small chance cubes to add a random amount to a character's Power. But many of the Weapon cards available in Booster Packs use a combination of red Power bonus dots **and** chance cubes to add Power. Whenever you use one of those weapons, it's easiest to add the Power bonus from the dots first, then draw destiny. (There are also a few Battle cards that use small chance cubes to add Power.)

What if you make a mistake? A Battle card must be discarded if it doesn't come just before a character (or that character's weapon), doesn't work with that character, or doesn't work in the current situation. A Weapon card must be ignored (but not discarded) if it doesn't come just before a character or doesn't work with that character.

Sometimes you might want to put one or more Battle cards in your battle plan even if you know they won't work. This is one way to get rid of Battle cards you don't need right now, so that at the end of your turn you can draw another card.

"Fight Together"

Some Battle cards say they let two or three characters "fight together." When you add one of those Battle cards to your battle plan, put it to the left of the group of characters it works with. (You may have **one** Weapon card after the Battle card, if the weapon works with the first character in the group.)

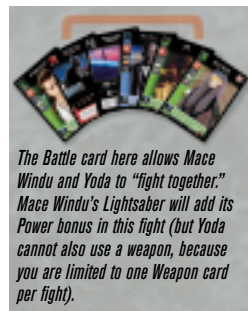
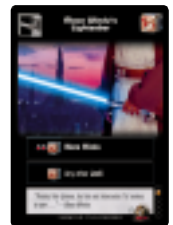
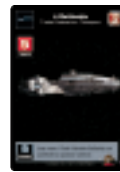
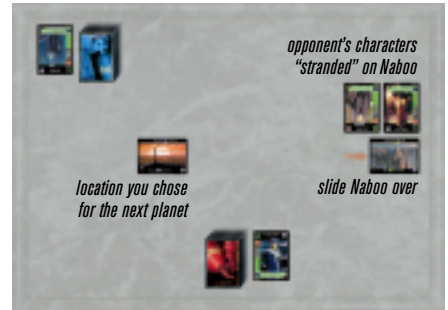
During the fighting, when you turn up that Battle card, instead of turning up cards until you get one character, you turn up cards until you get the group of characters. The characters in that group fight like they were one big character:

- Add all of their Power numbers together (including any location bonuses); then add the Power bonuses from the Battle card and the Weapon card (if any).
- If you have more total Power than your opponent, your opponent's character is defeated.
- If you have less total Power, all of your characters that were fighting together are defeated – and you suffer Damage to your draw deck for each of them (unless the Battle card says that only one of them is defeated).

What if you make a mistake? For example, suppose you didn't use the right kinds of characters or the right number of characters needed by the Battle card. Or maybe you included more than one weapon or more than one Battle card before the characters. If a mistake like this happens, just discard the first Battle card and put the cards that came after it back on top of your battle plan (in the original order). Then continue with your battle plan normally.

Effect Cards

This expansion set includes a new type of card, the **Effect** card. Effect cards have **game text** like a Battle card and they also have **counters** like a Character or Weapon card. These cards have a yellow deck-building dot, just the same as Battle cards.



You may deploy an Effect card at any time during your Deploy step (even as part of your hidden cards). Just like a Character or Weapon card, the counters on your Effect card use up some of your six counters for that turn.

Some Effect cards (such as Sando Aqua Monster) increase the number of counters you may put into play each turn. You can start to use that benefit right away. (But if you placed it face down because of the Hidden Cards rule, you have to wait until it is turned face up before using it.)

An Effect card is deployed only on the current planet. Place your Effect card near the location card in play on your side of the table. Each player may have only one Effect card deployed at a time.

Effect cards are discarded when the current planet is controlled or surrendered.

Some Effect cards give a bonus to the Power of your characters fighting in battle. If your characters **fight together** because of a Battle card, each of those characters will receive the bonus.

Character Cards with Game Text

A few special character cards in the **Battle of Naboo** expansion set have game text instead of lore. This feature gives each of these character cards an exciting new ability.

Some of these cards use "subtitles" to refer to specific examples of characters. For example, game text that says, "... if Mace Windu, Jedi Master is present" refers only to the Menace of Darth Maul version of Mace Windu, not the versions from The Jedi Council or the Battle of Naboo.

Diamond ♦ Cards

Some cards represent people and things in the *Star Wars* universe that there are lots of: battle droids, blasters, Gungans and so on. You can tell these cards by the diamond ♦ symbol in the card title.

You may have as many copies of these cards in play as you want, even at different planets; each copy of the card represents a different individual character or weapon. For example, you might have four copies of the ♦ Battle Droid: Officer, Defense Division card in play, and each of them represents a different battle droid in the *Star Wars* universe.

Stackable Cards

Cards without the diamond symbol represent people and things that there is only one of in the universe, such as Darth Maul, Jar Jar Binks and Mace Windu's Lightsaber. Naturally, each of these characters and weapons can only be in one place at a time.

For example, if Obi-Wan is stranded on the first planet, you can't deploy another Obi-Wan Kenobi card to a different planet. (This is why Transport ships are so important — they can get Obi-Wan off of that planet!)

Even though these characters and weapons are limited to one planet at a time, there is a way that you can use extra copies of these cards in play. See how the little icon in the top left corner of your Obi-Wan Kenobi card looks like a stack of icons? This tells you that Obi-Wan is **stackable**, which means you can build a pile of Obi-Wan Kenobi cards on one planet to make Obi-Wan stronger in battle!

When you have an Obi-Wan Kenobi card in play at the current planet and a second Obi-Wan Kenobi card in your hand, you can deploy the second card to your "Obi-Wan stack" (Each card costs its normal number of counters.)

This doesn't mean you have two Obi-Wans. Instead, it means that your Obi-Wan can now fight twice in each battle, because he will come up twice in your battle plan.

For example, the first Obi-Wan card in your battle plan comes up and defeats an opposing character. Then, the second Obi-Wan card takes on the next challenger! This represents how a character in the movie takes on several opponents during the same battle — he swings his lightsaber at the first character, then immediately moves to strike another character with his fist, all in a blur. Stackable characters let you do the same thing in the game!

When you make a battle plan, you can put your Character cards in any order you like. In other words, Obi-Wan doesn't have to make all of his strikes in a row — he can strike, then let some other characters fight, then strike again!

If Obi-Wan loses one of his fights, discard that Character card as usual (and take Damage to your draw deck), then continue with the battle normally. (Don't discard other Obi-Wan Kenobi cards in your battle plan unless Obi-Wan also loses those fights.) Because Obi-Wan lost one or more of his fights in this battle, he won't be able to strike as many times in the next battle.

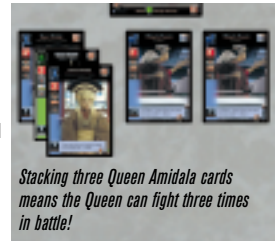
When the last card in your Obi-Wan stack is defeated, Obi-Wan has been driven from the planet. But you can deploy more Obi-Wan cards later if you want to.

Many of the stackable characters in the game have more than one Character card across the different Young Jedi expansion sets. Each version of the character has a different location bonus, giving each card its own special strength, depending on where you are battling.

These different versions allow you to fine-tune your decks so you have the bonuses you want for the locations where you plan to battle. (You can stack them in any combination you like.)

Are you wondering if Padmé and the Queen go in the same character stack? No, they don't. Because the Queen is often represented by one of the other handmaidens, they are treated as two different character stacks.

Some battle cards let two Character cards from the same stack "add together." This works just like the "fight together" cards, but instead of two different characters fighting together, this represents the same character making two strikes in a single fight (like Darth Maul attacking Obi-Wan both with a Sith Lightsaber and with a flying kick to the chest).



Stacking three Queen Amidala cards means the Queen can fight three times in battle!

Building Your Own Decks

Starter decks have already been built for you, so you can start playing the game right out of the box. However, Young Jedi is even more fun when you build your own decks from the many cards available to collect, play and trade.

You can build lots of different kinds of decks, and you can include your favorite characters and things from the movie. Each new deck you build might be all about Obi-Wan, Qui-Gon and lightsabers; or Jar Jar and the other Gungans; or battle droids, Neimoidians and blasters; or Trade Federation tanks; or the Queen and her handmaidens; or Darth Maul and Darth Sidious; or whatever else you can imagine!

Making your own 60-card deck is fun and easy. First, expand your collection with Starter Sets, Booster Packs or Collector's Boxes. (You will probably want to collect all the cards in the Young Jedi Collectible Card Game. This is a lot easier if you trade with your friends for the cards you don't have yet.)

Then, choose 60 cards from your collection that you want in your deck. There are two rules to follow that will make sure your deck has everything you need:

- The 6-by-10 rule; and
- The three-planet rule.

The 6-By-10 Rule

Notice how every card has a colored deck-building dot in the lower right corner of the card. There are six different colors: red, orange, blue, yellow, green and purple. When you build your deck, you **must** have exactly ten cards for each deck-building dot color. Ten red-dot cards, ten orange-dot cards and so on. So basically, you just pick your ten favorite cards for each dot color. Simple!

Every starter deck has five cards for each dot color. This is why any two 30-card starter decks (from the same side of the Force) can be put together to make a legal 60-card deck!

The Three-Planet Rule

When choosing your ten purple-dot cards, you **must** have at least one Location card for each of the three planets — Tatooine, Coruscant and Naboo.

Now you know why we gave you Tatooine and Coruscant locations in your Starter Set, even though you don't need them when you play the 30-card starter game.

What if you make a mistake? Each player must have a legal deck to play the game. If you discover during play that a player's deck is not legal, then that player loses that game. But it's easy to fix that deck and play again right away!



Collector's Information

Each card is designed to help you keep track of your collection.

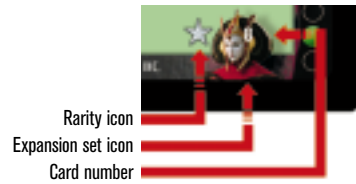
Each expansion set – **Menace of Darth Maul**, **The Jedi Council** and **Battle of Naboo** – has its own expansion set icon.

Each card has its own card number. In the **Battle of Naboo** expansion, the cards are numbered from 1 to 140 and the diffraction foil insert cards are numbered from F1 to F18.

Each card's rarity is indicated by a symbol:

★ Rare ♦ Uncommon ▲ Common

(The 10 cards that are exclusive to Starter Sets have no rarity icon.)



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Decipher also has other games that you may find interesting, like the classic *Star Wars* Customizable Card Game™, based on the classic *Star Wars* trilogy. There are currently over 1,700 cards to take you into adventure after adventure from the first three films.

Young Jedi itself will continue with **Duel of the Fates**, the fourth expansion set in the continuing series of Decipher's *Star Wars*: Episode I card games. New game mechanics will feature lightsaber dueling and enable fascinating new strategies.

Also, forthcoming is a full-featured customizable card game called **The Phantom Menace**, which will explore every aspect of *Star Wars*: Episode I. A faithful representation of all the exciting action from the film, this game will provide depth and richness to satisfy even the most serious collectors and players.

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